# Grandmasters

Curriculum



Game of the Centrury

Magnificent Outpost

# Grandmasters

### Intro to Chess

#### **Class Discussion**

- What is Chess?
- Why do we play Chess?
- Who is our world champion?
  - Can you name all the pieces?

#### **Piece Values:**

Pawn 1 (Demo)

Knight 3: (Demo)

**Bishop 3: Demo**)

**Rook 5: (Demo)** 

Queen 9: (Demo)

King Invaluable: (Demo)

- Which is the most important piece on the board?
- How can the King have no value, but be the most important piece on the board?

### **Class Activity**

Try setting up your boards.

# Ask students how do they know the board is in the correct position.

Teach them the mnemonic device: "White on right"

#### How do you know where to put the Queen?

The Queen is always placed on her own color square.

The vertical lines on the chessboard are called files. The horizontal lines are called ranks.

There are eight files and eight ranks on the chessboard.

How can you remember what horizontal is and what vertical is?

Do you know what diagonal means?

How do each of the pieces move?

How do each of the pieces capture?

Which piece captures differently than it moves?

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### **Opening Principles**

#### **Class Discussion**

Lets discuss the important steps to take to make sure we get a good game:

-Control The Center
-Bring Knights &
Bishops Out
-Castle
-Connect Our Rooks

### **Class Activity**



#### Chess Analysis Board and PGN Editor

Analyze your chess games with the strongest chess engine in the world - Stockfish. You can also use natural language analysis to get the most human...

#### Lets analyze this game:

\*e4, e5 {Both sides control the center with their pawns}

What do both sides do next?

Why do you think its important to connect the Rooks?